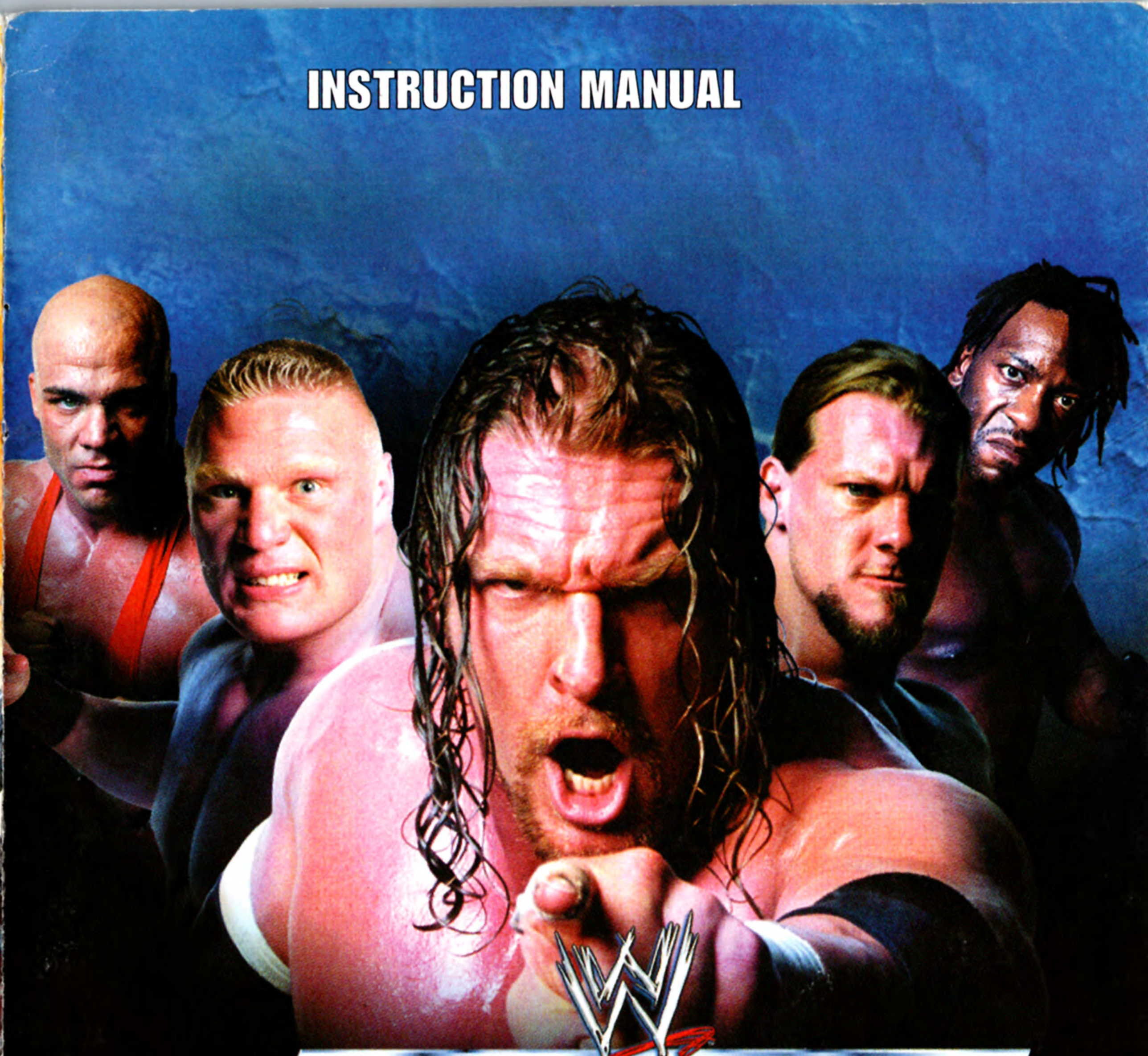
INSTRUCTION MANUAL



SMACKDOWN!™

SHUT YOUR MOUTH

TEEN
T
CONTENT RATED BY ESRB

THQ®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation®2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game–dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions–IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:
Do not connect your PlayStation®2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:
The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or MEMORY CARD slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.

Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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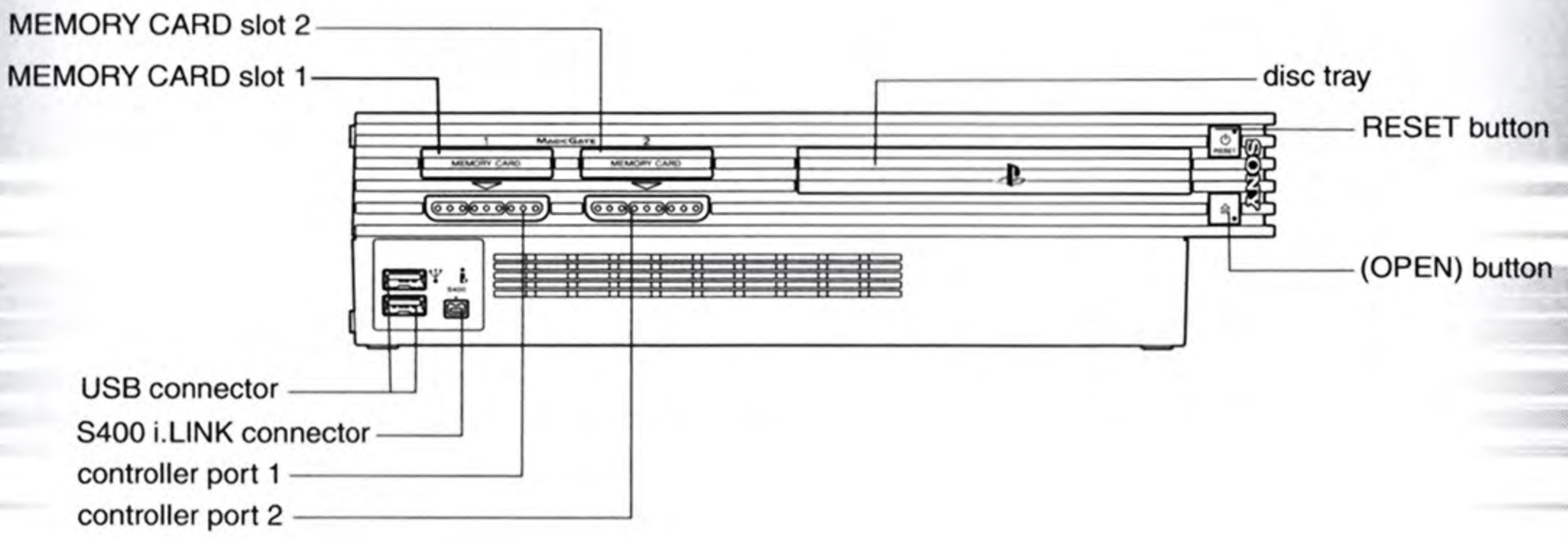
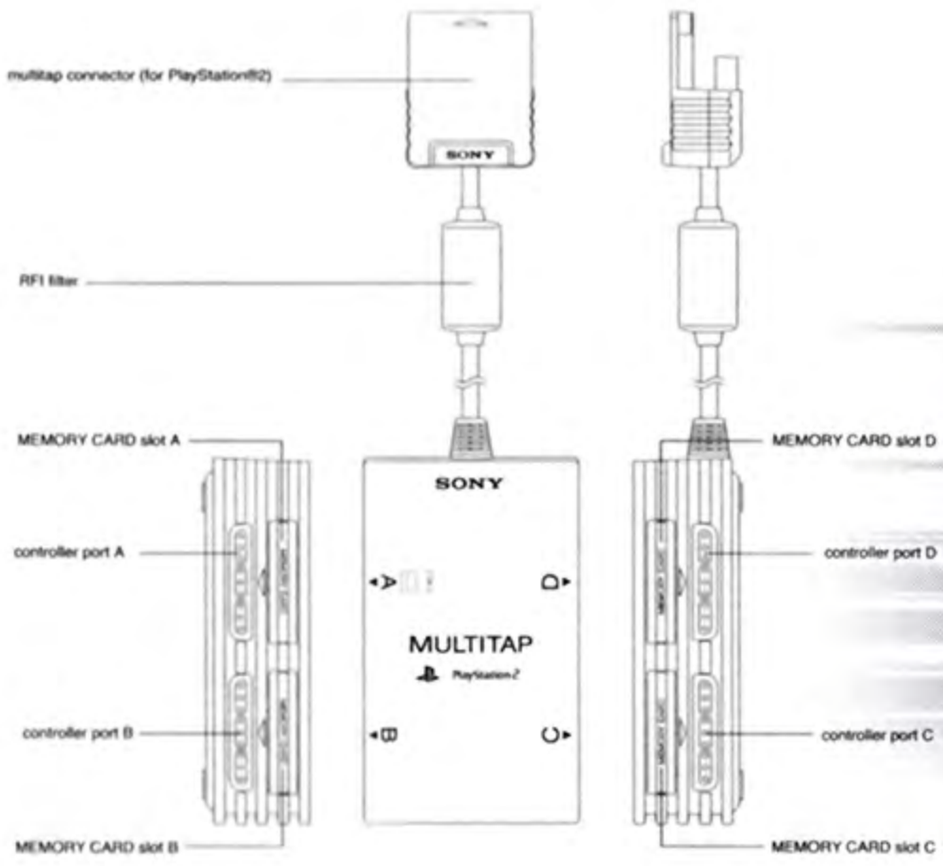
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located in the back of the console) is turned on. Press the standby/RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the WWE SmackDown!™ Shut Your Mouth disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARDS

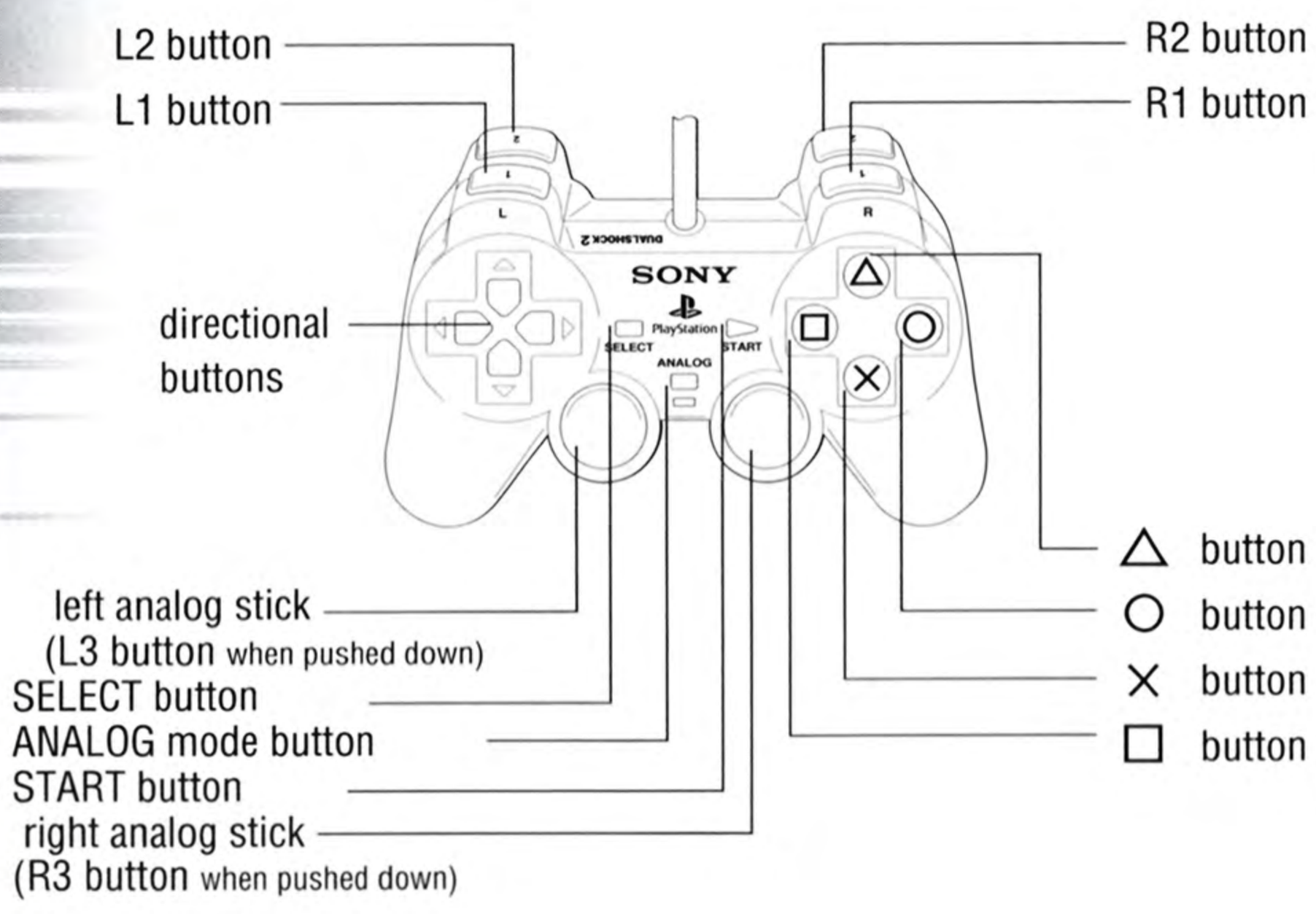
To save game settings and progress, insert a Memory Card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 or MEMORY CARD slot 2 of your PlayStation®2. You can load saved game data from the same card, or any memory card containing previously saved WWE SmackDown!™ Shut Your Mouth games. For more information, see SAVING AND LOADING on page 19.



NOTE: This title is compatible with the Multitap (for PlayStation®2). Controllers must be connected to consecutive ports, beginning with controller port 1-A.

CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Menu Controls

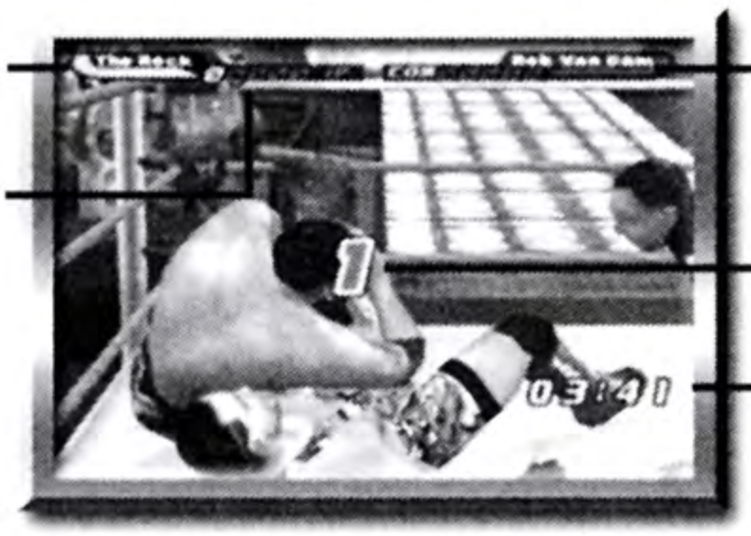
Highlight menu options	directional buttons
Confirm selection	⊗ button
Previous menu	△ button

Basic Controls

Move Superstar (walk)	directional buttons or left analog stick
Irish whip	○ button
Irish whip through rope	directional button (towards rope) + ○ button
Striking attack	⊗ button
Grapple attack	○ button + directional button
Run	△ button
Climb onto desk, table, etc.	△ button (toward object)

Jump	△ button + ▢ button + directional button
Escape roll	L2 button (while running)
Duck	▢ button (while running)
Jump	▢ button + ⬆ button (while running)
Dive over/through ropes	▢ button then ⊗ button (while running toward ropes)
Reverse striking attack	▢ button
Reverse grapple attack	▢ button + directional button
Throw weapon	▢ button (while holding weapon)
Primary taunt	L2 button
Secondary taunt	L2 button + directional button
Pick up weapon	R1 button (near weapon)
Break up pin	R1 button (near pin)
Remove turnbuckle cover	R1 button (towards turnbuckle)
Climb up turnbuckle/cage	△ button + directional button
Climb down turnbuckle/cage	R1 button
Look for weapon	R1 button (at middle of ringside, near ring)
Focus on different opponent	R2 button
Focus on nearest opponent	R2 button (hold)
Pause	START button

THE GAME SCREEN



PLAYER 1 INDICATOR

Every Superstar has a Player Indicator, which shows the name of the Superstar and who is controlling the Superstar (1P, 2P, COM, etc.). The Player 1 Indicator appears in the upper left corner of the screen.

SMACKDOWN!™ METER

As your Superstar successfully pulls off moves and taunts, his SmackDown!™ Meter gradually fills up; the higher you have the Charge Speed option set, the quicker the meter fills up. Once the meter is full, one of the hollow S's next to the meter lights up. For every S you have, you can perform a finishing move. When the SmackDown!™ icon appears over the SmackDown!™ Meter, press the L1 button to deliver the final blow! Each Superstar has his/her own unique finishing moves. Experiment with different locations to find a Superstar's finisher. Try it off the top rope!

TIME ELAPSED

In a timed match, the clock in the lower right corner of the screen counts the length of the match, starting from 0:00. Be sure to keep the time limit in mind, as the match will end in a draw if it reaches the time limit.

REFEREE COUNT

The referee counts during a pinfall, ring out, or any situation that calls for a disqualification. The ref's count is hard to miss—it appears right in the center of the screen.

PLAYER 2 INDICATOR

The Player 2 Indicator contains all of the same information as the Player 1 Indicator. It appears in the upper right corner of the screen.

Note: *If there are more than two Superstars competing in the match, other characters' indicators appear in the lower corners of the screen.*

ADVANCED MOVES

FINISHING MOVES

Primary finishing move	L1 button
Secondary finishing move	L1 button + directional button
Opponent's finishing move	L1 button + L2 button
Weapon finishing move	L1 button (while holding weapon)

Note: *You can only perform a finishing move if you have at least one S highlighted on your SmackDown!™ Meter, your opponent is groggy, and the SmackDown!™ icon appears. Different Superstars have finishing moves that require different situations—press the R1 button at the character select screen to see how your opponent must be placed and where you must be standing in order to perform the finishing move.*

Note: *To utilize different camera effects during finishing moves, press the L1 and L2 buttons.*

FACING THE OPPONENT

Irish whip	◎ button
Irish whip through ropes	directional button (towards rope) + ◎ button
Irish whip onto table/object	R1 button + ◎ button
Striking attacks	⊗ button ⬆ button + ⊗ button ⬇ button + ⊗ button ➡ button + ⊗ button ⬅ button + ⊗ button ⬆ button + ⬅ OR ➡ button + ⊗ button ⬇ button + ⬅ OR ➡ button + ⊗ button
Fake Irish whip to grapple	◎ button, ◎ button
Fake Irish whip to counter	◎ button, ▣ button
Fake Irish whip to strike	◎ button, ⊗ button
Grapple attacks (min. damage)	⬆ button + ◎ button ⬇ button + ◎ button ➡ button + ◎ button ⬅ button + ◎ button

Stunned opponent (med. damage)	⬆ button + ◎ button
	⬇ button + ◎ button
	➡ button + ◎ button
	⬅ button + ◎ button
Groggy opponent (max. damage)	⬆ button + ◎ button
	⬇ button + ◎ button
	➡ button + ◎ button
	⬅ button + ◎ button

BEHIND THE OPPONENT

Irish whip	◎ button
Fake Irish whip	◎ button, ◎ button
Rear grapple attacks (med. damage)	⬆ button + ◎ button
	⬇ button + ◎ button
	➡ button + ◎ button
	⬅ button + ◎ button
Groggy opponent (max. damage)	⬆ button + ◎ button
	⬇ button + ◎ button
	➡ button + ◎ button
	⬅ button + ◎ button

OPPONENT ON MAT

Lift opponent into grapple	◎ button
Pin opponent	⬇ button + ◎ button
Upper body grapple attacks	⬆ button + ◎ button
	➡ button + ◎ button
	⬅ button + ◎ button
Lower body grapple attacks	⬆ button + ◎ button
	➡ button + ◎ button
	⬅ button + ◎ button
Lift opponent (facing opponent's back)	◎ button + ◎ button
Striking attacks	⊗ button
	⬆ button OR ⬇ button + ⊗ button
	➡ button OR ⬅ button + ⊗ button

ROPE AND TURNBUCKLE MOVES

Irish whip	◉ button
Rope attack (opponent on ropes)	directional button + ◉ button
Opponent's back to turnbuckle	⬆ button + ◉ button
	⬇ button + ◉ button
	➡ button + ◉ button
	⬅ button + ◉ button
Opponent facing turnbuckle	⬆ button + ◉ button
	⬇ button + ◉ button
	➡ button + ◉ button
	⬅ button + ◉ button
Opponent sitting in turnbuckle	directional button + ◉ button
Tag Team turnbuckle attacks	⬆ button + ◉ button
	⬇ button + ◉ button
	➡ button + ◉ button
	⬅ button + ◉ button

RUNNING MOVES

Running grapple (towards opponent's face)	◉ button directional button + ◉ button
Running grapple (towards groggy opponent's face)	directional button + ◉ button
Running strike	⊗ button directional button + ⊗ button
Running grapple (towards opponent's back)	◉ button directional button + ◉ button
Counter running (opponent's attack)	◉ button ➡ button OR ⬅ button + ◉ button ⬆ button OR ⬇ button + ◉ button

HIGH-FLYING MOVES

Diving attacks	⊗ button
	⬆ button + ⊗ button
	⬇ button + ⊗ button
	➡ button + ⊗ button
	⬅ button + ⊗ button

LADDER MATCH MOVES

Pick up ladder	R1 button (near ladder)
Stand ladder	R1 button (holding ladder)
Place ladder in turnbuckle	R1 button + directional button (towards turnbuckle)
Climb ladder	R1 button + directional button
Diving attack	⊗ button (standing on ladder)
Reach for belt	○ button (standing on ladder)
Jump for belt	○ button + directional button (standing on ladder)
Climb down ladder	R1 button (standing on ladder)
Knock ladder over	R1 button (standing near ladder)

TABLE MATCH MOVES

Pick up table	R1 button (near table)
Stand table	R1 button (holding table)
Place table in turnbuckle	R1 button + directional button (towards turnbuckle)
Throw opponent onto table	R1 button + ○ button
Grapple opponent through table	○ button (standing on table w/opponent)
Climb onto table	△ button (run towards table)
Dive from table attack	⊗ button (standing on table w/out opponent)
Recover from grogginess	directional buttons (repeatedly)

CAGE MATCH/HELL IN THE CELL™

Climb cage	directional button (towards cage)+ R1 button
Climb cell	△ button
Dive from cage attack	⊗ button (on top of cage)
Climb down from cage	directional button (towards edge) + R1 button
Throw opponent into cage	○ button
Push opponent off of cage (Hell in the Cell™)	○ button (near edge of top of cage)
Open cage door	directional button + R1 button or ○ button

DOUBLE TEAM MOVES

There are two different types of Double Team moves in WWE *SmackDown!™ Shut Your Mouth*—Normal and Tag Team.

Normal

To perform a Normal Double Team move, one Superstar must lift an opponent into a grapple. A second Superstar must approach the two of them and press any of the four directional buttons and the ◉ button to execute the Double Team move.

Tag Team

Because tag teams have good chemistry, Tag Team Double Team moves are easier to execute than Normal Double Team moves. Simply Irish whip an opponent into your team's corner and execute a grapple (any directional button + ◉ button) to tag your opponent and deliver a devastating double dose of destruction. After the move, your partner will be the legal Superstar in the ring.

EXHIBITION

SINGLE

In a Single Match, two Superstars face off in one-on-one action. Choose NO MANAGER to take on your opponent single-handedly, or choose WITH MANAGER to have a Superstar accompany you to the ring and help you out when the ref isn't looking.

TAG

Two teams of two Superstars slug it out in this match type. You can choose to have a Tag Match WITH MANAGER to beef up your team, and you can also choose a TORNADO TAG, in which all four Superstars are in the ring simultaneously, without having to worry about tagging in or out.

SIX-MAN TAG

Take a Tag Match to the next level with a Six-Man Tag, in which two teams of three Superstars go at it. You can choose to have a TORNADO Six-Man Tag, which allows all six Superstars to be in the ring at once.

HANDICAP

Prove just how tough you are by taking on more than one opponent at a time. Not tough enough? Team up with a partner and take on a single Superstar. You can choose a ONE ON TWO match to face two opponents at once, a ONE ON TAG match to compete against a tag team, or a ONE ON THREE match for the fight of your life.

ROYAL RUMBLE®

Normally, the *Royal Rumble®* comes but once a year, but in *SmackDown!™ Shut Your Mouth*, you can take on up to 29 other Superstars anytime you want. Eliminate your rivals by throwing them over the top rope, and then get ready to take on the next opponent to run down the ramp.

KING OF THE RING™

The *King of the Ring™* tournament puts eight Superstars in a single-elimination event where only one can reign supreme. Choose a SINGLE TOURNAMENT for Single Matches or a SPECIAL TOURNAMENT for Special Matches.

HARDCORE

Welcome to a match where anything goes and you go anywhere. Move through backstage areas by walking through doorways marked with a blue icon. You can have SINGLE, TORNADO TAG, and TORNADO SIX-MAN TAG Hardcore Matches, as well as a TRIPLE-THREAT™ TORNADO TAG match with three teams of two Superstars. And if teamwork isn't your style, try a TRIPLE-THREAT™, FATAL FOUR-WAY™ or TIME LIMIT match that pits up to six Superstars against each other.

SURVIVAL

Survival Matches push you to the limit against multiple opponents. TRIPLE-THREAT™ and FATAL FOUR-WAY™ Matches end when the first Superstar is pinned or submits, but 4-, 5-, and 6-MAN BATTLE ROYALS end when there is only one Superstar who hasn't been eliminated.

SPECIAL

Special Matches push Superstars to their limit and never fail to thrill and amaze the fans who witness them. Nothing gets the adrenaline flowing like a death-defying Ladder Match or a brutal Hell in the Cell™! What follows is a list of the Special Matches available in *SmackDown!™ Shut Your Mouth*:

CAGE

The classic "two men enter, one man leaves" match, the Cage Match has been a staple of sports-entertainment since the very beginning. You can play TORNADO TAG, TRIPLE THREAT™, and FATAL FOUR-WAY™ Cage Matches, in which your Superstar must wear down his opponent and escape the cage. If an opponent is making a break for it, attack the cage wall to make him fall. You can also play a PIN & GIVE UP variation on these matches, where the action is strictly confined to the cage and only ends with a pinfall or submission!

ELIMINATION

In an Elimination Match, the bell doesn't ring with the first pinfall or submission—you must eliminate your opponents until a member of your tag team is the only one left! You can compete in a NORMAL or TORNADO 4- or 6- MAN TAG, or up the brutality factor with a TABLE TORNADO SIX-MAN TAG. In a CAPTAIN FALL TORNADO SIX-MAN TAG, the match ends when one team's captain is pinned or submits.

HELL IN THE CELL™

Hell in the Cell™ has made as many careers as it has ended. The only rule is that the match ends when a Superstar is pinned or submits in the ring. Use the cell walls as a weapon by whipping opponents into (and sometimes through) them! A SINGLE Hell in the Cell™ Match pits two Superstars against each other, while an ARMAGEDDON™ HELL IN THE CELL™ Match is a brutal six-Superstar affair.

"I QUIT"

Getting pinned after you have nothing left to give is tough, but actually shouting the words "I Quit!" into a microphone is downright humiliating. To win an I Quit Match, beat your opponent down, pick up a nearby microphone, and execute a pin while holding the mic—if your opponent has had enough, he'll let everyone in the arena know!

IRONMAN

Pin your opponent or make him submit to score a point in an Ironman Match. When the time limit has expired, the Superstar with the most points wins. Can you go the distance?

LADDER

Ladder Matches are where the risk-taking daredevil WWE Superstars get to strut their stuff. Use a ladder to reach the belt suspended above the center of the ring to win the match. Make sure to place the ladder carefully and put your opponent(s) out of commission before reaching for the gold, because it's a long way down!

LAST MAN STANDING

Similar to a Hardcore Match, there are no rules in a Last Man Standing Match. The match ends when one Superstar is literally unable to stand up before the referee counts the disqualification.

LUMBER JACK

In a Lumber Jack Match, you can leave the ring—but you won't want to! Several Superstars surround the ring to lay the *SmackDown!*™ on any competitor foolish enough to leave the canvas.

SLOBBER KNOCKER

You've got a time limit and a never-ending stream of opponents—how many can you defeat before the clock runs out?

SPECIAL REFEREE

Don't count on a fair fight in a Special Referee Match, because the player- or COM-controlled referee can't be trusted to call 'em like he sees 'em. The ref not only makes all count-out, pinfall, and DQ calls at his own pace (by pressing the L2 button), he can also get involved in the match—after all, who's going to DQ the ref?

STREET FIGHT

A one-on-one Street Fight Match is the perfect place to settle old scores. Anything goes, and victory is won by pinfall or submission in the ring!

SUBMISSION

The only way to win in a Submission Match is—you guessed it—by getting your opponent to tap out. Choose an ULTIMATE SUBMISSION Match to score a point on each submission within a time limit, similar to a submission-only Ironman Match.

TABLE

Losers don't walk away from Table Matches, for one simple reason: the only way to lose a Table Match is for your opponent to put you through a table! Whip your opponent on top of a standing table and execute a power move to put him through it, or just lean the table up in a turnbuckle and Irish whip him through it for the win.

TLC™

Tender Loving Care? Try Tables, Ladders, and Chairs (oh my)! A TLC™ Match is identical to a Ladder Match, except for the fact that you are provided with chairs and tables with which to knock your opponents senseless.

THREE STAGES OF HELL™

Choose three Special Matches and compete one-on-one against another Superstar in this vicious test of endurance. The first Superstar to win two of the three Special Matches wins the Three Stages of Hell™ Match.

SEASON MODE

The Season Mode in WWF SmackDown!™ Shut Your Mouth allows you to pick a Superstar (including a created Superstar) and take him all the way to the Undisputed WWF Championship. Select NEW SEASON to begin a new career, CONTINUE to keep playing through an existing season, ENTRY SUPERSTAR to determine which Superstars will appear in your season, STABLE to assemble and disassemble tag teams, and SAVE & EXIT to save data to the memory card and return to the Main Menu.

> **NOTE:** *Only male created Superstars can be controlled in the Season Mode. Female created Superstars can only be placed on the roster, to be included in the story lines.*

DRAFT

When you choose NEW SEASON from the Season Menu, a WWF draft begins, dividing Superstars between *Raw*® and *SmackDown!*™. Choose the Superstar you want to play as during the season, and then choose which WWF brand you want to represent. Finally, representing Ric Flair™ or Vince McMahon™, select the Superstars you want for your program.

LIGHTS, CAMERA, ACTION!

Each WWE broadcast begins with your Superstar backstage in front of the entrance to the arena. You can choose to enter the arena and interfere in a match or compete in one of your own by moving forward and pressing the ⊗ button.

You can also explore the backstage area, find Superstars, and make allies or enemies depending upon what you say to them. You can even leave the arena and travel around New York looking for a fight. To enter a new area, walk towards it and press the ⊗ button when the icon appears in the lower right corner of the screen.

VIP ROOM

After the rosters have been finalized, the Season Mode begins. Enter the VIP Room when you are not involved in a match to check on the progress of your Superstar's career or to request a title shot from the show's owner.

UNLOCKING ITEMS

Winning high-profile matches on pay-per-views unlocks alternate Superstars and videos, costumes, WWE arenas, and additional Create Mode options, like Superstar parts, ability points, audience signs, and moves. Talking to the merchandise vendor outside of the arena gives you information on which items are available.

> ***Title Shot:*** *The roster shows how many star points each Superstar has gained during the course of a Season. Before approaching your boss for a Title Shot, build up your star points so you have an equal number of points as the reigning Title Holder then visit your boss in the VIP room. Star points are given out based on the importance of a match and the status of your opponent. Created Superstars start at the bottom with no star points.*

Note: *Due to exciting storylines involving the nWo™, you will need to play through an entire Season before you are able to select any of these Superstars.*

Only the following options can be changed during Season Mode:

- Superstar Name Bar - On/Off
- Targeting
- Camera Angles - On/Off
- Player Indicators - On/Off
- Sound - Stereo/Mono
- Vibration - On/Off

CREATE MODE

Never before has the legendary WWE SmackDown!™ Shut Your Mouth Create Mode given you so many options for creating your ultimate Superstar! Customize every detail of your Superstar's appearance, moves, and animations.

CREATE A SUPERSTAR

Appearance

Start your body building here by choosing to create a NEW Superstar, EDIT or COPY an existing Superstar, DELETE a Superstar, or SAVE & EXIT to the main menu.

After selecting NEW, use the following options to "flesh" out your Superstar:

- Appearance: Start from a base model and customize every aspect of his or her body type, and then design your Superstar's in-ring gear.
- Profile: Give your Superstar a name, ring name, and nickname, then use the Biography option to specify the Superstar's gender, weight class, alignment (face or heel), and the name the crowd will chant. Also use this option to pick the signs the crowd holds during his matches.
- Ability: Assign Ability Points to offensive and defensive categories to determine where your Superstar's strengths and weaknesses are. You can also use AUTO SETTING to automatically configure your Superstar's Ability.
- Moves: Copy an existing move list with the SUPERSTARS' option, or start off with a generic move list that matches your Superstar's Ability.
- Logic: Determine how your Superstar will fight when controlled by the CPU.

> ***Note:*** *The MOVES option only determines a base technique for your Superstar. After defining the Superstar's Appearance, choose MOVES from the Create Menu to set the Superstar's moves.*
> ***Note:*** *When creating a female Superstar, you cannot modify the body option for Pattern/Word/Letters*

Moves

Once you have determined your Superstar's Appearance, select MOVES from the Create Menu to assign his moves to specific button commands.

Edit an existing Superstar's moves with the SUPERSTAR option, or edit a created Superstar's moves with the CREATE SUPERSTAR option. Select DEFAULT to change all

moves to their original settings or AUTOSETTING to select a move list that complements your Superstar's Ability.

Choose a category of moves from the list on the left side of the screen and preview the moves with the ■ button. Find one you like? Just press the ⊗ button to add it to your Superstar's move list. Be sure to match the attributes of the move to your Superstar's own Ability. Select DECISION to continue editing the Superstar's moves. Press the △ button to cancel a decision and restore the move(s) to its original setting.

CREATE AN ANIMATION

With the CREATE AN ANIMATION option from the Create Mode menu, you can customize your Superstar's every movement. Choose FIGHTING, WALKING, RUNNING, WINNING, or TAUNT to create a movement for that situation. Use the following options to create a movement:

- New: Create a movement from scratch
- Edit: Edit an existing movement
- Copy: Copy an existing movement (if you want to Edit a movement but not overwrite the original, for instance)
- Delete: Delete a movement
- Save & Exit: Save the movement and return to the Create an Animation menu

Once you start creating an animation, select BASE to determine the animation's starting point, and then choose MODIFY to fine-tune it. Once you have the movement set the way you want it, choose DECISION to return to the previous menu. Once you save an animation, it is available from the list of animations in the Create Mode.

OPTIONS

RULES

The rules option lets you change basic match options. Use the directional buttons to highlight an option, press the ⊗ button to bring up the options submenu, and select the new setting with the ⊗ button.

- KO: Win by a knock out!
- Give Up: Allow victory by submission.
- Rope Break: Pinfalls near the ropes are automatically broken.

- Ring Out: Superstars can be disqualified if they leave the ring for too long.
- Ring Out Count: Set time limit for a Ring Out DQ.
- DQ: Enable disqualification for illegal moves (such as chairshots).
- Entrance: View each Superstar's entrance before the match.
- Set to Default: Reset all Rules options to their original settings.
- Interference: Determines when and if other Superstars make run-ins to interfere with the match.
- Match Length: Sets the time limit, if any, for the match.
- ***SmackDown!™*** Icon Charge Speed - Charge the Superstars' ***SmackDown!™*** Meters faster or slower.

VENUE

Select all the backstage environments from the Venue options menu. You will need to unlock additional environments in the Season Mode

- Arenas/Backstages: Choose the arena or backstage area for the match, or set to RANDOM.
- Set to Default: Return all Venue options to their original settings.

> ***Note:*** *You can only choose different backstage environments for a Hardcore Match.*

IN-GAME OPTIONS

Change the game, difficulty, video, and audio settings in the In-Game Options Menu.

- Difficulty: Sets the level of CPU-controlled Superstars' difficulty.
- Superstar Name Bar: Toggles Superstars' name plates on or off.
- Player Indicators: Turn indicator arrows on, off, or AUTO (shown only when focus changes).
- Targeting: AUTO automatically targets the nearest opponent, MANUAL 1 allows the player to manually target the opponents and MANUAL 2 allows the player to quickly target the nearest opponent.
- Sound: Toggle between STEREO and MONO sound.
- In-Game Music Track: Select background music for matches.
- BGM Volume: Adjust level of background music volume.
- Entrance BGM Volume: Adjust level of entrance music volume.

- SFX Volume: Adjust level of sound effects volume.
- Camera Angles: Enable or disable multiple camera angles.
- Commentary Volume: Adjust level of commentary volume.
- Vibration: Turn DUALSHOCK®2 analog controller vibration feature on or off.
- Default: Return all options to their original setting.

SYSTEM DATA

- Save System Data: Save all data (created Superstars, movements, Season Mode progress, etc.) to a memory card.
- Load System Data: Load all data from a memory card.
- Copy a Created Superstar: Copy a created Superstar from a memory card to the console (to save onto another memory card, for instance).
- Copy a Created Taunt: Copy a created taunt from a memory card to the console.
- Copy a Created Fighting Style: Copy a created fighting style from a memory card to the console.
- Copy a Created Walking Style: Copy a created walking style from a memory card to the console.
- Copy a Created Running Style: Copy a created running style from a memory card to the console.
- Copy a Created Winning Style: Copy a created winning style from a memory card to the console.

SAVING & LOADING

Before turning on WWE SmackDown!™ Shut Your Mouth, insert a memory card into MEMORY CARD slot 1. The game will automatically load any saved game data. You can manually save and load the game data at any time from the Main Menu.

SAVING

1. Select OPTIONS from the Main Menu.
2. Choose SAVE & EXIT and press the ⊗ button to save any updated information. You automatically return to the Main Menu.

LOADING

1. Select OPTIONS from the Main Menu.
2. Choose SYSTEM DATA from the Options Menu.
3. Select LOAD SYSTEM DATA and press the ⊗ button to load all of your previously saved information.

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Bella Karakis
Keith Flaherty
Ed Kaufman
Origin Studios

MUSIC

1. Rob Zombie: "Never Gonna Stop"
"Never Gonna Stop"
(the red, red kroovy)"
Performed by Rob Zombie, Written by
(Rob Zombie, Scott Humphrey)
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2. Jimi Hendrix
"Voodoo Child (Slight Return)"
"Voodoo Child (Slight Return)"
Written and Performed by
Jimi Hendrix
Published by Experience Hendrix L.L.C/
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3. Union Underground
"Across the Nation"
"Across the Nation"
Performed by Union Underground
(Bryan Wayne Scott,
Patrick Kennison, Joe Johnston)
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4. Marilyn Manson
"The Beautiful People"
"The Beautiful People"
Performed by Marilyn Manson
Written and Composed by Marilyn
Manson and Twiggy Ramirez.
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d/b/a Dinger & Ollie Music on behalf of
itself, Blood Heavy Music, and Songs Of
Golgotha (BMI). Used by Permission
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5. Rick Derringer
"Real American"
"Real American"
Performed by Rick Derringer
Written by Rick Derringer
and Barnard Kenny
Careers-BMG Music Publishing, Inc (BMI)
Obo Stself and Scratch and Sniff Music.
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6. Cypress Hill
"Just Another Victim"
"Just Another Victim"
Performed by Cypress Hill
Written by L. Freese, Senen Reyes, Eric
Correa, Regelio Lozano
BMG Songs, Inc. (ASCAP) obo itself and
Hits from Da Bong/Phreakas ADA Phunk
Music/MO BO Music/Admin. By Royalty
Network/Hell House Music (ASCAP)
Produced and Arranged by Audio
Hustlerz, mixed by Troy Station
Music. Courtesy of
Sony Music Entertainment
By arrangement with Sony Music
New Media Licensing

7. "KOS 010 #-31"
(Booker T Anthem)
Music provided by
Associated Production LLC

8. N.W.O Theme
"N.W.O Theme"
Written by Howard Helm
and Jimmy R. Hart
Published by Title Match Music, Inc &
Turner Music Publishing
Courtesy of the WWE

9 KIDMAN THEME
"Kidman Theme"
Written by Howard Helm
and Jimmy R. Hart
Published by Title Match Music, Inc &
Turner Music Publishing
Courtesy of the WWE

10. "Wallop"
"Wallop"
Composed, Produced and Performed by
AndRoyd (aka. Bradley Royds
and Andy Hay)
Courtesy of AndRoyd Audio

11. "Sprach Zarathustra
aka 2001 Space Odyssey"
"Sprach Zarathustra,
aka 2001 Space Odyssey"
Produced, Recorded and Performed by
Bradley Royds
Extract from Also Sprach Zarathustra by
Richard Strauss licensed courtesy of C F
Peters (London, Frankfurt & New York)
Courtesy of Androyd Audio

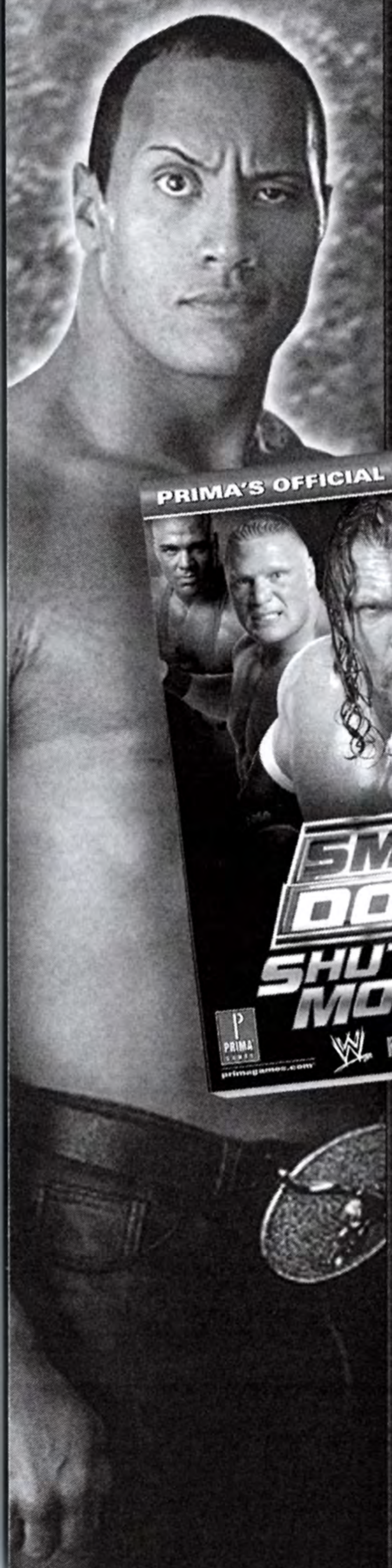
12. "Tear Down"
"Tear Down"
Composed, Produced and Performed by
Bradley Royds
Courtesy of AndRoyd Audio

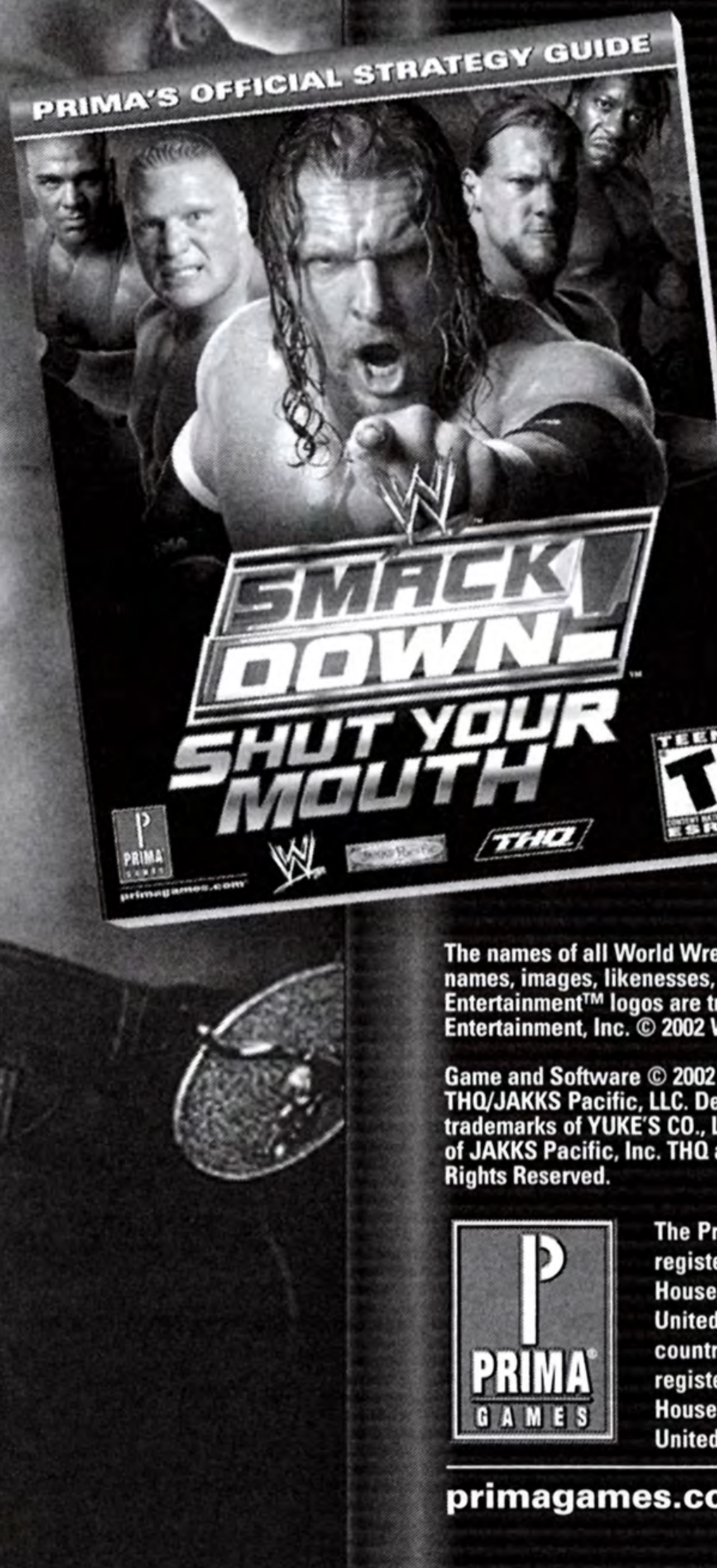
13. "Come-&-Get-It"
"Come-&-Get-It"
Composed, Produced and Performed by
Bradley Royds
Courtesy of AndRoyd Audio

14. "Asiattacker"
"Asiattacker"
Composed, Produced and Performed by
Bradley Royds and Billy West
Courtesy of AndRoyd Audio

Soundtrack Supervision and Music
Licensing By Randy Eckhardt,
On Board Entertainment

You've Got the Game, Now Get the Guide!





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- Expert multiplayer strategies
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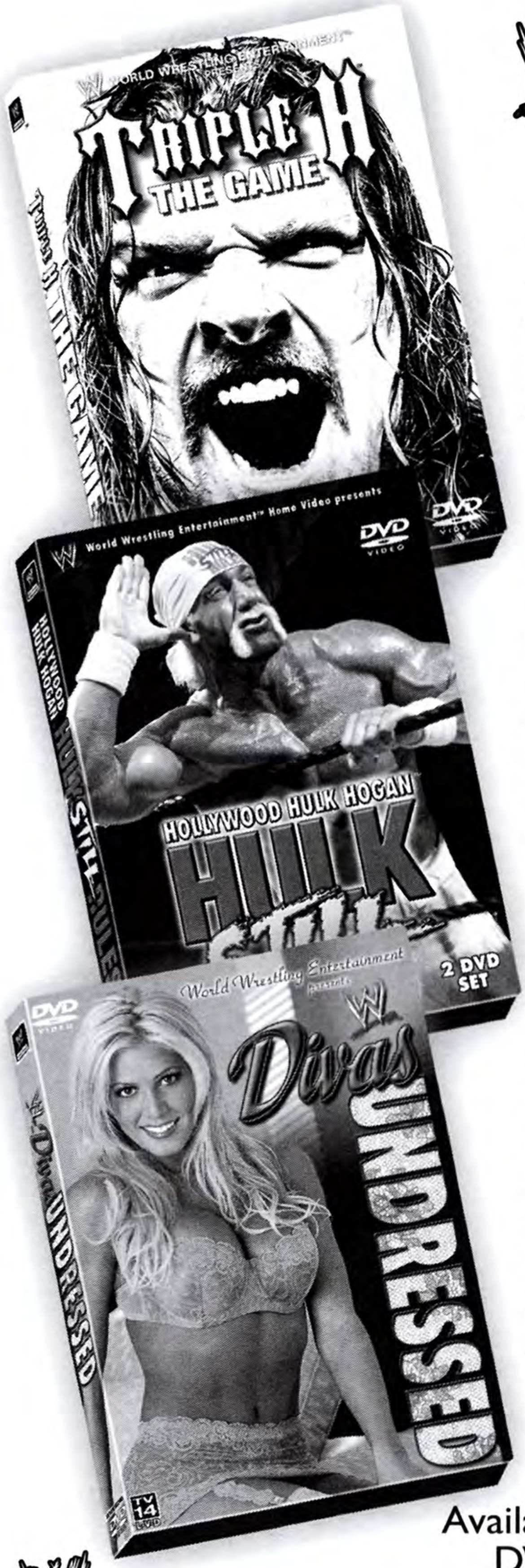

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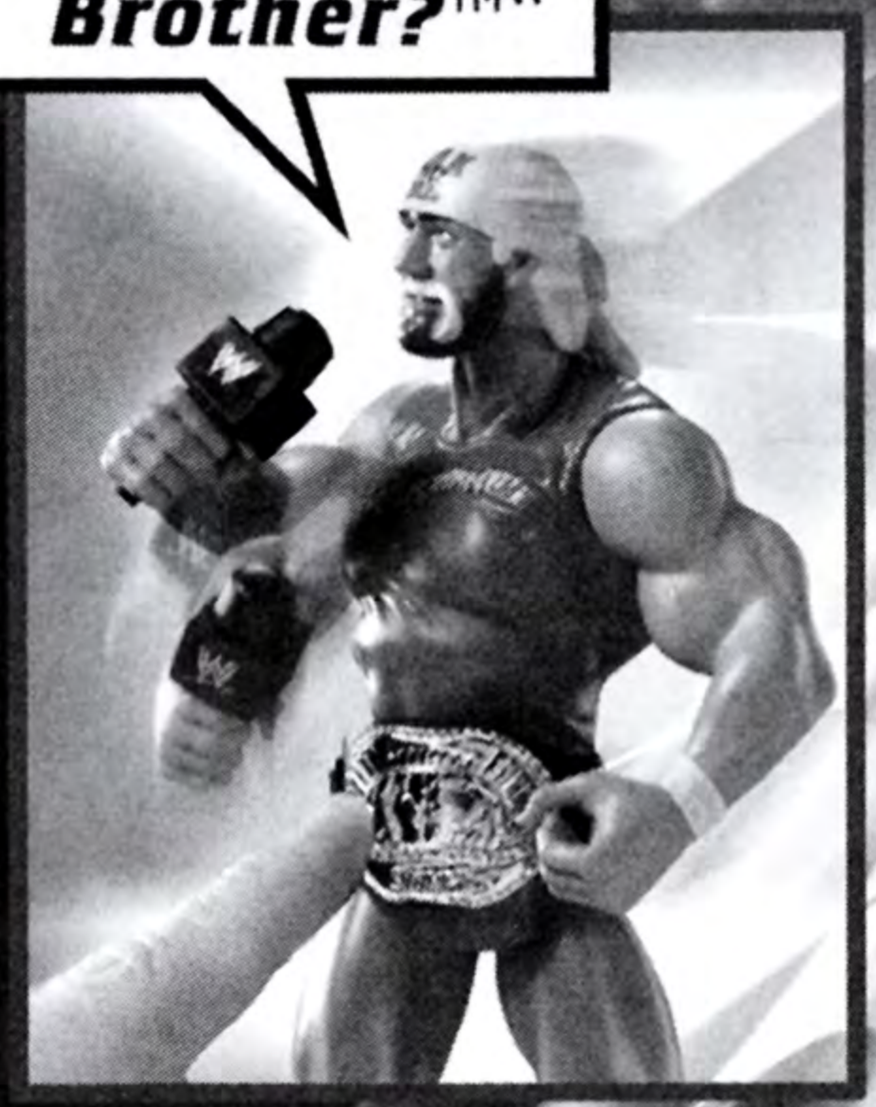

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MX Superfly™

FEATURING
Ricky Carmichael

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